

The Amazing Zhus™ Magician Pet

Age 4+



Magic Wand

Magician Pet



Magician Cards

This package includes:

- 1 - Magician Pet
- 1 - Magic Wand
- 3 - Magician Cards

Batteries for the Pet and Wand are included

Additional Magician Cards are sold separately

Please Note

- Please retain these instructions as they contain important information.
- Read all of the instructions before operating your Amazing Zhus™ Pet.
- The Amazing Zhus™ is a toy and not intended for use with live animals.
- The Amazing Zhus™ Magician Pets work with all The Amazing Zhus™ Stunts and Magician Cards with the exception of The Amazing Zhus™ Cereal Box.

CAUTION • To prevent entanglement, keep hair away from wheels.

Unpacking your Toy

Remove all contents from package and discard any rubber bands, wire ties, or other packaging materials that are not part of the product.

Your Amazing Zhu™ Pet comes with batteries included for an in-store demonstration. These batteries may have been depleted over time and by in-store use. For best results replace the batteries with 2 fresh Alkaline AAA batteries. Adult supervision is required to change depleted batteries.

The Amazing Zhus™ Magician Pets come in many different colors and styles and may differ from the pet shown on this instruction sheet.

For more information on The Amazing Zhus™ please go to: www.theamazingzhus.com

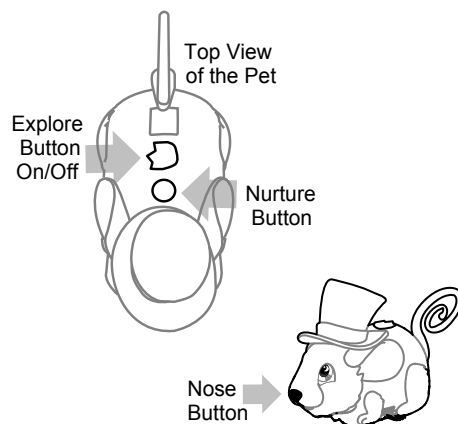
Playing with your Magician

Your Amazing Zhus™ Magician Pet has 3 operation buttons and 3 modes:

The Nurture Button is the round button on the magician's back, closest to his head. Simply push down slightly on the nurture button and the magician will speak. He will continue to make a sound every few seconds. In this mode he is ready to read a magic card or have a chat. If left alone the magician will go to sleep on its own after several minutes.

The Explore Button is on the magician's back, farthest from his head. This button turns him on and off and puts him in explore mode. He will run around and make funny sounds. In this mode he is looking for the signal from the magic wand. Pushing the explore button a second time will turn off the pet and put it into sleep mode. If left alone the magician will go to sleep on its own after several minutes.

The Nose Button has two different functions. In sleep mode the nose button works as the Try-Me in store button. The magician will make funny sounds when its nose is pushed. In explore mode the nose button will tell the magician to back up when it bumps into a wall or obstruction. This button will not wake him from the sleep mode.



Sleep Mode

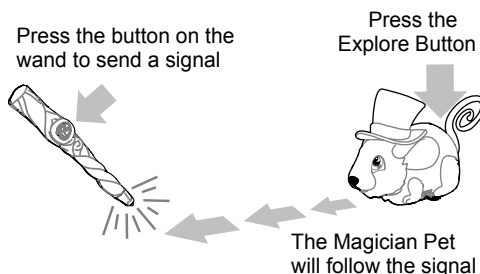
When left unattended for several minutes, your Amazing Zhu™ Magician Pet will go to sleep to conserve battery power. The Amazing Zhu™ Pet will also go to sleep when directed to by a magic card. Press either the nurture button or the explore button to wake it from Sleep Mode.

Playing with your Magician and the Magic Wand

The Magic Wand's push button is located under the logo "a". Press to turn on. The tip of the wand will light up.

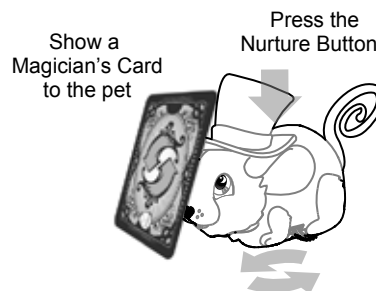
Press the explore button on the magician. While the pet is in explore mode press the wand button. The magician will follow the wand's command. The wand can be used to guide the magician around the room. It's amazing!

The signal from the wand can be sent from a distance of approximately 6-7 feet. If the pet fails to follow the wand and the wand tip does not light up when the button is pressed change the batteries in the wand. See Changing the Batteries in the Wand. If the pet fails to follow the wand and the wand tip does light up change the batteries in the pet. See Changing the Batteries in the Pet. It is also helpful to avoid areas with direct sunlight. Too much sunlight can interfere with the magician's ability to see the wand's command.



Playing with your Magician and the Magician's Cards

Each magician comes with 3 magical Magician Cards. Each card depicts a different topic or theme. The magician will guess what the card is and respond with the correct answer and or action. Simply push down slightly on the nurture button. The Magician is now ready to read the card. Place the card close to the magician's face. He will sniff the card and respond. The magician can read the front or back of the card. It's amazing!



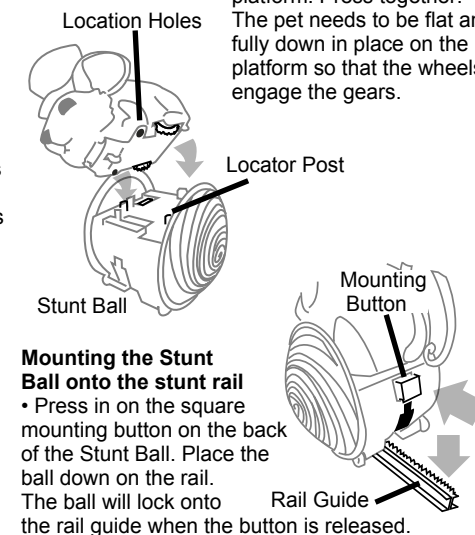
There are oodles of Amazing Zhus™ Magician Cards you can collect. Additional card packs are sold separately.

Playing with your Magician and the Amazing Zhus™ Stunts

All Stunts and accessories are sold separately. Each Stunt includes a Magician Card when needed.

Mounting your Magician onto a Stunt Ball

Align the wheels and location holes on the bottom of the pet with the gear slots and locator post on the ball platform. Press together. The pet needs to be flat and fully down in place on the platform so that the wheels engage the gears.



Mounting the Stunt Ball onto the stunt rail

• Press in on the square mounting button on the back of the Stunt Ball. Place the ball down on the rail. The ball will lock onto the rail guide when the button is released.

Once mounted on the rail at the start position, press the magician's nurture button and show the pet the Magician Card associated with the stunt. The pet will read the card and perform the stunt. A drum roll will be the first sound you hear. It's amazing!

Example of an Amazing Zhus™ Stunt sold separately

